Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-29 (canceled)

1	Claim 30 (currently amended): The method of claim
2	29, further comprising the step of
3	A picture coding method including the steps of:
4	inputting moving picture data having an arbitrary
5	frame rate that is not known in advance;
6	determining the input frame rate of the inputted
7	moving picture data;
8	providing a target value for a buffer storage
9	amount;
10	determining a buffer remaining amount of the coded
11	picture data stored in a buffer and not yet outputted by
12	the apparatus;
13	calculating a correction amount based on a
14	difference of said target value and said buffer remaining
15	amount; and
16	calculating a target code amount for use in said
17	coding step by adding said correction amount to said
18	reference target code amount, wherein said target code
19	amount is based on said input frame rate;

providing a reference coding frame rate based upon 20 said input frame rate; 21 calculating a reference target code amount using 22 said reference coding frame rate, wherein said target 23 code amount is determined based upon the reference target 24 25 code amount; and updating said reference coding frame rate, wherein 26 said reference coding frame rate is determined based 27 upon an average value of said measured frame rates within 28 a time interval, and wherein, when the reference coding 29 frame rate before being updated is larger than the 30 reference coding frame rate after being updated, a value 31 between said reference coding frame rate before being 32 updated and said reference coding frame rate after being 33 updated is used as an updated reference coding frame 34 35 rate. Claims 31-34 (canceled). Claim 35 (currently amended): The method of claim 1

inputting moving picture data having an arbitrary
frame rate that is not known in advance;

A picture coding method including the steps of:

34, further comprising the step of

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6	determining the input frame rate of the inputted
7	moving picture data;
8	providing a reference coding frame rate;
9	determining a reference target code amount using
10	said reference coding frame rate;
11	providing a target value for a buffer storage
12	<pre>amount;</pre>
13	determining a buffer remaining amount of the coded
14	picture data stored in a buffer and not yet outputted by
15	the apparatus;
16	calculating a correction amount based on a
17	difference of said predetermined target value and said
18	buffer remaining amount;
19	calculating a target code amount for use in said
20	coding step by adding said correction amount to said
21	reference target code amount; and
22	updating said reference coding frame rate, wherein,
23	said reference coding frame rate is determined based
24	upon an average value of said measured frame rates within
25	a time interval, and wherein, when the reference coding
26	frame rate before being updated is larger than the
27	reference coding frame rate after being updated, a value
28	between said reference coding frame rate before being
29	updated and said reference coding frame rate after being

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31 rate. Claims 36-39 (canceled). Claim 40 (currently amended): The method of claim 1 39, further comprising the step of 2 A picture coding method including the steps of: 3 inputting moving picture data having an arbitrary 4 frame rate; 5 coding said moving picture data into coded picture 6 data for storage in a buffer prior to outputting said 7 coded picture data; 8 determining the input frame rate of the inputted 9 moving picture data; 10 determining a reference coding frame rate using said 11 input frame rate; 12 calculating a reference target code amount using 13 said reference coding frame rate; 14 15 determining a target value for a buffer storage amount using said reference coding frame rate; 16 determining a buffer remaining amount of the coded 17 picture data stored in the buffer and not yet outputted 1.8 by the apparatus; 19

updated is used as an updated reference coding frame

20	calculating a correction amount based on a
21	difference of said predetermined target value and said
22	buffer remaining amount; and
23	calculating a target code amount for use in said
24	coding step by adding said correction amount to said
25	reference target code amount, wherein
26	the code amount of the outputted coded picture data
27	is approximated to said target code amount in said coding
28	step; and
29	updating said reference coding frame rate, wherein
30	said reference coding frame rate is determined based
31	upon an average value of said measured frame rates within
32	a time interval, and wherein, when the reference coding
33	frame rate before being updated is larger than the
34	reference coding frame rate after being updated, a value
35	between said reference coding frame rate before being
36	updated and said reference coding frame rate after being
37	updated is used as an updated reference coding frame
38	rate.

Claims 41-44 (canceled).

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1	Claim 45 (currently amended): The method of claim
2	44, further comprising the step of
3	A picture coding method including the steps of:
4	determining a reference coding frame rate using the
5	input frame rate of inputted moving picture data;
6	calculating a reference target code amount using
7	said reference coding frame rate;
8	determining a target value for a buffer storage
9	amount using said reference coding frame rate;
10	determining a buffer remaining amount of the coded
11	picture data stored in a buffer and not yet outputted by
12	the apparatus;
13	calculating a correction amount based on a
14	difference of said predetermined target value and said
15	buffer remaining amount; and
16	calculating a target code amount for use in said
17	coding step by adding said correction amount to said
18	reference target code amount; and
19	updating said reference coding frame rate, wherein,
20	said reference coding frame rate is determined based
21	upon an average value of said measured frame rates within
22	a time interval, and wherein, when the reference coding
23	frame rate before being updated is larger than the
24	reference coding frame rate after being updated, a value
25	between said reference coding frame rate before being

updated and said reference coding frame rate after being
updated is used as the updated reference coding frame
rate.